C64DTV "Direct-to-TV" Plug-and-Play Console - PAL Edition

commodore 64™

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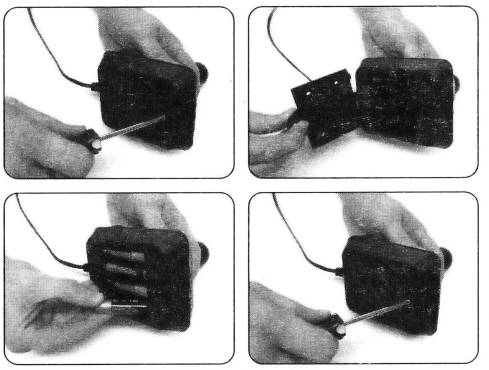
SET-UP GUIDE and PLAY INSTRUCTIONS

WARNING:

- Use only Alkaline batteries
- Do not use rechargeable batteries
- Different types of batteries and new and used batteries are not to be mixed
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- Supply terminals are not to be short circuited
- Non-rechargeable batteries are not to be recharged.

REQUIRES: 4 "AA" (LR6) Alkaline batteries (not included).
Make sure an adult installs the batteries.

When operating in environments that are subject to electrostatic discharges, the game may malfunction and scores may be lost. If this occurs, the user should resetthe game by using the on / off switch.



WARNING - EPILEPSY AND SEIZURES

Please read before operating your game system.

Certain people may experience epileptic seizures when viewing flashing lights or pattern in our daily environment including while watching TV pictures or playing video games. If you have never experienced seizures you still may have an undetected epileptic condition. Please consult your doctor before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games; altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

INITIAL SET-UP.

Please read and follow the below instructions in order to ensure safe and enjoyable play with your new Commodore 64 Game System.

1. INSERT ALKALINE AA BATTERIES IN TO THE C64 UNIT

To insert four new AA (LR6) batteries into the C64 unit, please unscrew the battery compartment located under the joystick, using a small screwdriver. Once inserted, please replace the compartment lid reaffix the screw using the screwdriver.
Only NEW AA batteries should ever be used with this product. Important: Never use rechargeable batteries. Never mix alkaline, standard (carbon-zinc) and rechargeable (nickel-cadmium) batteries. Never mix old and new batteries.

2. CONNECT THE C64 UNIT TO THE TV OR VCR

The affixed audio/video cable features a yellow and a white plug. This cable needs to be plugged into either your TV or VCR. The Yellow Input should be plugged into the "Video In", which is a yellow outlined hole on your TV or VCR. The White Input should be plugged into the "Audio In", which is a white outlined hole on your TV or VCR.

3. ONCE THE AV CABLES ARE CONNECTED TO THE TV OR VCR

Switch-on your Commdore 64 Games System by moving the on/off switch to the on position. Then select the correct line-in source on your television. Please refer to the instructions supplied with your television if you are unsure how to do this.

a. For Multiple Input Televisions

On Televisions that have multiple inputs, there is usually a button labelled "Input" or "source" on the remote control. Pressing this button cycles through the available input sources. If you have plugged the C64 unit into the "Video 1" you would need to press this button until source Video 1 is selected at which time you should see the game on your screen. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control.

b. Single Input Televisions

On televisions that have only one input source, there is usually a button that says "Line" or "Line In" or "Line/ANT" or "Input" on the remote control, pressing this should select line in as the active source and you should see the game on your screen. If your remote doesn't have one of these buttons or a button with a similar name, please try changing the channel to "00" or "01" using the number pad on your remote control. In most cases, you will need the original remote to your TV to access the menu.If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control. If the above steps do not work, please consult the manufacturer's guide for your TV to determine how to select the line input for your particular brand or model.

c. VCR Connection

Setup your television as if you were going to watch a tape from your VCR. You may need to press the "TV/VCR" button so that you are viewing the VCR's output on your TV screen. Using the VCR remote control look for a button that says "Line" or "Line In" or "Line/ANT" or "Input" or "Source"; pressing this button should select line in as the source for the VCR and you should then see the game on your screen. In most cases, you will need the original remote to your TV to access the menu.If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control. If the above steps do not work, please consult the manufacturer's guide for your TV to determine how to select the line input for your particular brand or model. If this still does not resolve the problem, please contact the customer service support line for your television manufacturer.

SEE BACK PAGE FOR ADDITIONAL TIPS AND TROUBLESHOOTING.

To start playing, move the joystick up and down to select one of the 30 titles. Push the left fire button to choose that game. Push the reset button at any time to return to the main menu.

Alleykat

Press fire to begin the Alleykat Racing Season! Choose which race you'd like to enter. The early races are free, but you'll need to earn money to enter later races. Pilot your Alleykat Speeder through the race, steering left and right, and firing your gun with the fire button. Push forward to dive close to the ground, and pull back to fly higher. Hold down fire, and push left or right to switch between speed and combat mode, or push forward or back to speed up or slow down respectively. Slowing down past the minimum speed causes your Speeder to loop-the-loop. Run over G symbols for extra money, and E for extra energy

California Games

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the game is to win trophies in each individual event. Players can also compete for the top trophy in overall competition. CALIFORNIA GAMES includes six exciting events: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk. You can practice or compete in any single event, compete in all the events, or even set up your own competition using events that you choose yourself.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the top scoring competitors. If you break an event record, CALIFORNIA GAMES will save your name and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

When the CAL!FORNIA GAMES title screen appears, press the FIRE BUTTON on your joystick to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of six options on the CBM64. To make a selection, use your joystick to move the cursor to your choice, then press the FIRE BUTTON.

OPTION 1: Compete in All the Events – Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboarding, Foot Bag, Surfing, Roller Skating, BMX Bike Racing and Flying Disk.

You'll first be asked to enter your name and pick a sponsor. Push up and down to select a letter. Push right to move to next letter. Press the FIRE when finished. Use the joystick to move the cursor to the sponsor of your choice, then press the FIRE button to pick that sponsor. Repeat the name and sponsor selection for each additional player up to eight (CBM 64). When all the players names and sponsors have been entered, press the FIRE button. A verification screen will appear. If all the names are correct, select YES or NO with the joystick – select YES and press the FIRE button. If you need to make any changes select NO.

OPTION 2: Compete in Some Events – Similar to Option 1, but you compete in the events of your choice. First choose the event(s) by moving your joystick to the corresponding number and press the FIRE button. The events you choose will be displayed in purple (CBM 64). When you are finished choosing the events move the cursor to the word DONE and press the FIRE button.

OPTION 3: Compete in One Event – Similar to Options 1 and 2 but you compete in any single event of your choice. Choose the event by moving your joystick to the corresponding number and press the FIRE button.

OPTION 4: Practice One Event – No scores are kept during practice rounds. Choose the event by moving your joystick to the corresponding number and press the FIRE button.

OPTION 5: View High Scores – Display the highest score recorded in all events, with the name of the player who achieved each record. Press the FIRE button to return to the menu.

OPTION 6: View Title Screen – Displays the title screen and credits. Press the FIRE button to return to the menu.

INDIVIDUAL GAME INSTRUCTIONS

Half Pipe Skateboarding – You'll have a 1:15 minute time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event. The object of the half-pipe is to ride the board back and forth on the ramp, performing stunts with proper timing and execution. Press the FIRE BUTTON to launch your board and start the event. To gain speed, move the joystick UP when the skater is going up the side of the ramp, then move the stick DOWN when the skater is going down.

To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over. There are many moves that you can perform whilst on the Half Pipe by moving the joystick and pressing the FIRE button at certain parts of the pipe.

SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

STRATEGY: It's important to build up the right amount of speed before trying a stunt. You can gain speed by doing a "fakie". To fakie, hold the joystick up or down for the full duration of the ramp (from top to bottom). Remember that you'll wipe out if you go too fast. Above all, be sure to get plenty of practice on the half pipe. This event takes experience to get the timing down just right.

Foot Bag – Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform. Press the FIRE BUTTON to kick the bag into the air and start the event. As the bag falls back toward the ground, press the FIRE BUTTON to kick again just before the bag reaches your foot. To perform a head butt, press the FIRE BUTTON just before the bag drops below the level of your head. Move the joystick as follows: UP = Jump, LEFT/RIGHT = Move left/Right, DOWN = Turn around. Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks. To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the FIRE BUTTON when the bag approaches and you'll perform an outside kick. Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

SCORING: You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus for catching the sack when thrown from offscreen.

STRATEGY: The more complicated kicks and stunts you can complete before time runs out, the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

Surfing – Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end. Press the FIRE BUTTON to catch a wave and start the event. Hold the joystick LEFT to avoid wiping out at the beginning of your ride. To steer the board to the surfer's left, move the joystick LEFT. To steer the board to the surfer's right, move the joystick RIGHT. Hold the FIRE BUTTON down to make sharper turns. Note that sharp turns slow you down. If you go too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave.

To end your ride cleanly, go over the top of the wave. If you go over the top and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back at a bad angle). You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

SCORING: You're scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn higher points from the judges for riding in the tube (underneath the curl of the wave), and riding near the break. "Catching air" scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

STRATEGY: Your final score is based on how well you "use" the wave. Riding along straight, far out in front of the break counts for very little. Take risks. The more risks you take to do your stunts, the more points you will earn. Making cutbacks (180-degree turns), moving up and down the wave and doing 360's (complete circles) all earn high scores. Earn maximum scores for high speed turns, especially if you complete them near the top of the wave or near the break.

Roller Skating – The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event. Press the FIRE BUTTON to start the event. To begin skating, roll the joystick to the UP position. Then roll the joystick to the DOWN position. Continue rolling between these two positions to gain speed. Move the joystick as shown in the diagram to perform other skating moves. Move the joystick to different positions to move your skater plus, To squat, hold the FIRE BUTTON. To jump, release the FIRE BUTTON Try to avoid all the obstacles. You're allowed three falls. On the third fall you are disqualified and your race is over.

SCORING: Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest scores for 360's while jumping obstacles.

STRATEGY: You'll score points for each object you successfully avoid or jump over, so be careful – speed is less important than staying on your feet. Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice, or you'll be out of the competition.

BMX Bike Racing – The object of the game is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

Move the joystick RIGHT to start the event. Move the joystick UP to steer left. Move the joystick DOWN to steer right. Move the joystick RIGHT repeatedly to increase your speed. Press the FIRE BUTTON to jump.Move the joystick LEFT to do a wheelie. To begin a jump, move the joystick LEFT as you ride onto a hill or ramp. When you're in the air, use the joystick to perform stunts: Move the stick UP to do a table top. Hold the stick as long as possible then release the joystick to put the bike down. Move the stick DOWN to do a 360-degree turn. Move the stick LEFT to do a backward flip. Move the stick RIGHT to do a forward flip. Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centered" position by the time you land or complete your stunt, you will crash. You're allowed one "serious" fall or three "easy" falls before you're out of the race. If you flip and land on your head, it's a serious fall. At the end of the course, press the FIRE BUTTON to stop. You earn bonus points for stopping on the finishing pad.

SCORING: Try to complete the course within the 2:00 minute time limit.The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible.

STRATEGY: When you complete the course, you get 60 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Make a 6000-point forward flip, and you've probably got a lock on the first place trophy.

Flying Disk – The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

Press the FIRE BUTTON to start the event. You get three attempts to throw and catch the disk. Try to throw the disk far enough to reach the catcher standing at the other end of the field. Use the bar at the bottom of the screen to make your throw. The bar has three colors: red, yellow and green. Use the green area for the most powerful throw. Tap the joystick LEFT to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick RIGHT. When the needle reaches the green section on the right side of the bar, tap the stick LEFT again to release the disk. The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown. As the disk flies across the field, move the joystick LEFT or RIGHT to run toward the the point where you think the disk will land. To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving. To attempt an overhead standing catch, hold the joystick UP to reach up for the disk. To dive after the disk, press the FIRE BUTTON.

SCORING: Points are awarded for the throw and the catch. For the throw, score points with the accuracy and the height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw.

STRATEGY: Throwing accuracy is the key to winning the Flying Disk (of course, it also helps to make a good catch!). To get the best possible score, throw the disk so the catcher doesn't have to move far to reach it, then make a diving catch or an overhead catch.

=== CALIFORNIA GAMES SCORING ===

AWARDS CEREMONY: After every event, trophies are awarded with the names and sponsors of the top finishers in the order they placed.

CHAMPION CEREMONY: If the players compete in all six CALIFORNIA GAMES events, a final trophy is awarded to the Champion of the games based on the total number of points awarded. First Place = 5 points, Second Place = 3 points, Third Place = 1 point. The points are totaled after all events have been completed, and the player with the most points is the California Champion.

EVENT RECORDS: If an event record is broken or tied in any event, CALIFORNIA GAMES saves the name of the record-breaking player. The records are displayed on the Event Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

Championship Wrestling

Push the joystick up and down to select your wrestler and press the left fire button. Do the same again to select an opponent. Each wrestler's energy is shown as the red bar under his name. You lose energy when your opponent hits you with a move, or you perform a difficult move. If your energy is low, regain it by avoiding your opponent for a while. Move around the ring by pushing the joystick. When far from your opponent, push the left fire button and up for a drop kick, or left fire and down for a spin kick. When close to your opponent, hold the left fire button and push up for a punch, left fire and down for a kick, left fire and left for a left headlock and left fire and right for a right headlock. When you put your opponent in a headlock, hold left fire and push up for a lift move, down for a suplex, right for a body-suplex, and left for an atomic drop. When you lift your opponent, let him down hard with one of these moves: Push up for a piledriver, Push down for a body slam, Push left or right for an airplane spin. Push left fire to end the airplane spin, push up to throw him, or pull down to slam him. When your opponent is down and weak, finish him. Hold left fire and push up for a leg drop, or down for a pin move. If you get pinned by the computer, push up to try to break the pin. Each match lasts 3 minutes, or until someone is pinned.

Cyberdyne Warrior

You must brave alien landscapes to retrieve robots and return them to the satellite above before the robots self-destruct and destroy the planet.
At the main menu, press the A button to toggle gun flash on or off. By default, gun flash is off.

Run left and right by pushing the joystick. Push up to jump. Push the left fire button to shoot your gun. You have limited time, represented by a countdown timer, and limited energy, shown by a shrinking orange bar. Each planet has a bouncing "UP" symbol, which is your satellite uplink. Bring robots to the uplink and run into it. You will cash in the robot and be offered the chance to buy ammunition, energy, time, or gun power-ups. If you touch a skull symbol, the lights go out. You can turn them back on by collecting another robot or going to the satellite. Push button A to pause. Push button C to quit.

Cybernoid 1 and 2

Pilot your Cybernoid spacecraft through waves of defenses to destroy pirates who are raiding the Federation's riches. Press left fire to start. Push left and right to fly across the screen. Push up to fly up. Gravity will pull you down, so be careful. To fire your laser, tap the left fire button. To fire a special weapon, hold left fire. In Cybernoid 1, you have five different types of special weapons: bombs, mines, shields, bouncer bombs, and seekers. Choose between them by tapping right fire. In Cybernoid 2, you have seven different types of special weapons: bombs, time-delay bombs, shields, bouncer bombs, seekers, smart bombs (destroy all targets) and tracers (travel along the edge of the screen.) When you destroy some ships, they drop weapon power-ups. Touch them to collect and add to your ship. Yellow cans give you extra ammunition for special weapons.

Eliminator

Drive your advanced combat vehicle on a long and dangerous track to defeat the minions of the Eliminator attacking your planet. Steer left and right to move your vehicle. Steer around hard obstacles. Shoot enemies by pressing left fire. Rotating cubes provide new weapons, shown along the left side of the screen. Push the joystick up and down to select between your weapons. You start with a single-shot cannon, but can add a double-shot cannon, side-fire cannon, bouncing bombs, dual-fire cannon, or a one-use smart bomb by collecting rotating cubes. Ride sloped ramps to jump in the air and over obstacles. Along the right side of the screen, the yellow bar at the top shows your ammo status. The orange bar in the middle shows remaining shield power. The bottom window shows remaining lives.

Firelord

You control Sir Galaheart on a quest to recover the four enchanted crystals that lead to eternal youth. You must travel the land, avoiding or defeating ghosts while trading for objects you need to complete your goals. Move Sir Galaheart by pushing the joystick up, down, left, or right. Avoid the ghosts that will drain your health. Collect energy crystals to build power you can use to shoot the ghosts with the left fire button. When you enter buildings, you may be able to barter. Select the product or service you want to buy with the joystick and left fire button, then select between one and four objects you have that you wish to trade. If the offer is accepted, a new symbol pops up. Select the new icon and push the left fire button to accept. Push button A to abort the game. Push the right fire button to pause.

Head The Ball

To control Head, use a joystick as follows: LEFT: Bounce left, RIGHT: Bounce right, UP: Bounce higher, DOWN: Change current weapon, FIRE: Use current weapon. To bounce yourself over tall objects and across long distances (a la Superman), increase your bounce height using up then left or right to redirect the jump. To change weapons, pull/press down and the current weapon status panel will cycle through Fire, Bomb and Shield. Centre the joystick (or let go of the down key) to stop cycling (where did Head get that bike from?). Pressing fire activates the highlighted weapon.

Impossible Mission 1 and 2

Stop Dr. Elvin Atombender from destroying the world by raiding his complex and cracking his computer codes. You have just six hours in game 1, eight hours in game 2. When in the corridor, push the joystick left or right to run. Press the left fire button while running to jump. Press up or down while in an elevator to go up or down a floor. When in a room, push left or right to run and the left fire button to jump. When standing on a lift (platform with yellow and black stripes), push up or down to move the lift. In game 2, lifts can go through the floor or ceiling to take you to a new room. Hold the joystick up to search the furniture for passwords and puzzle pieces or to use a computer terminal. The furniture contains passwords to temporarily disable the robots (they can't move or shoot you) or to reset the elevators. They must be used at the computer terminals. Don't touch the robots or fall off the bottom of the screen-dying costs you 10 minutes.

Game 1 – To reach Elvin's secret lab, you must assemble nine secret puzzles from 36 puzzle pieces scattered through his complex. When the pieces match up, they look like old-style computer punch cards: solid rectangles with small holes.
To solve the puzzles, use your pocket computer in a corridor or elevator. Press the left fire button without moving the joystick to use the computer. Use the arrows on the left side of the screen to scroll through all of your puzzle pieces. Push left fire on a puzzle piece to pick it up. Move the joystick right and push left fire to place it in the black work area. Use the controls on the right side of the screen to flip the piece upside down or left to right, or to change its color. You can use the phone pad on the left side of the screen to call your base and get help solving the puzzles, but each call costs you 2 minutes. When you assemble the punch card, you earn one of the nine letters of Elvin's password.

Game 2 – You must assemble numerical codes to unlock doors to the next tower. Special tower doors guard rooms with locked safes. Blow open the safes to retrieve musical codes, which can be assembled into the password to reach the elevator to Elvin's final chamber. Push the left fire button in a corridor to activate the computer. Using the 293 button, arrange the numbered codes using the up and down buttons until you see the word Complete." Use the cassette recorder function (looks like an old-style audio tape) to record musical sequences. The computer terminals offer more options in ame 2. You can reset lifts, deactivate (unplug) robots, move floor platforms left and right, turn on lights in a dark room, and arm a time bomb to be placed in front of a safe or a proximity mine (pull down to crouch and press the fire button to plant the bomb or mine.)

Marauder

Manoeuvre your battlecar though rich zone destroying as many of the defence systems as you can while avoiding the flak from the atomic disruptots and Molotov cocktails and dodging deadle winder missiles and other destructive devices. You start the game with three smart bombs which are activated by pressing the right fire button. Along the way you will come accross the glowing defence beacons which when shot will either help or hinder your progress depending on the colour they are when hit.

Colours are: Red – Extra smart bomb (Max is 3), Yellow – Sheilds (last for 10 seconds), Cyan – Win one ship, Blue – Control reverse, Purple – Lose one ship, Green – Laser Jammed (for 10 seconds).

At the end of each level, the defences throw everything they've got at you. If you survive, you are transported to the next level.

Maze Mania

You take the roll of hunky hero, Flippo, who lives in the 27th century You've been trapped in a huge scrolling maze by the hordes of Twang. Your only hope of escape is to race around the maze, flipping the floor tiles to reveal secret colours. When all the tiles are flipped, a portal will open, allowing you to proceed to the next maze. Some tiles can only be flipped from a certain direction, while others revert to their original colour if you pass over them again and others which require Flippo to run over them twice in order to turn them over. Every so often you'll come across a gap in the floor. Luckily, by pressing fire you can jump straight over them – a useful skill that also comes in handy for leaping over the wiggling nasties.

Nebulus

You must guide your creature around and through eight towers in order to reach the top of each and defuse an evil threat.
To move around the tower, push the joystick left and right. Push the joystick up to enter a door. Pure white squares are elevators. Push up or down while standing on one to move to a different level of the tower. To jump over obstacles, push the joystick left or right and press the fire button.
To defend yourself, you can throw snowballs. Press the left fire button with the joystick centered. Most enemies aren't hurt by your snowballs. Learn how to dodge them by moving around, even back to a lower level of the tower if necessary. Your creature can survive a fall to a lower level of the tower, but if he lands in the water, you lose a life. Some of the steps on the tower are false steps and you will fall if you step on them. Pay attention and learn to jump over or avoid them.

Netherworld

You are trapped on a hostile alien world and must escape. Each level is made-up of a massive eight-way scrolling maze and lots of useful (or not) objects. You have to fight your way through the endless maze, avoiding demons and aliens, smashing your way through barriers in search of the only things that can buy your freedom: Diamonds. Control your ship with the joystick and fire button which fires a bolt of energy in each of the four joystick directions.

Display information (Bottom of screen from right to left): Top – number of demon killers, Bottom – number of brick smashers, Score, Level, Armour strength (max 12), Time remaining, Ships remaining.

Mission Impossibubble

Your mission, brave bubble, is to collect all 8 map fragments in the correct order, then rescue your friend, a fellow bubble, and guide him back to the beginning of the maze. Avoid enemies, or destroy them by spitting bubbles. Collect mushrooms to upgrade your bubbling abilities. Use teleporters to reach other parts of the maze.

Ranarama

You are the apprentice of Mervyn the Sorcerer. You have been transformed into a frog and must escape from a dangerous dungeon. To use offense magic, push the joystick towards an enemy and press left fire. To use an area effect spell, center the joystick and press the fire button. You can also activate magical Glyphs (star, eye, triangle, diamond) by standing on the Glyph and pressing the fire button. If you see a powerful warlock, move on top of him to engage him in a battle. Use the joystick and left fire to reverse letters and unscramble the word "RANARAMA." When warlocks die, they drop powerful spell runes. Run over them to collect them.

Speedball

Speedball is futuristic high-speed high-stakes soccer. In Knockout mode, you play a tournament against other Speedball teams, best-of-three format. You must win one round and tie or win a second round to advance to the next opponent. In League mode, you play a season from 10 to 100 weeks long against 10 other teams. In both modes you must choose a team. Each teams has different statistics. Stamina: Higher stamina lets your team run faster and throw the ball harder. Power: Higher power lets you take more stamina from your opponent in tackles. Skill: Higher skill makes your tackles more successful. To play Speedball, move the joystick to move your flashing green player. The player you control will change as the screen moves to follow the ball. When your goalie is in view, moving the joystick left and right also controls the goalie. Goalies automatically throw any ball they touch back onto the field of play. If you do not have the ball, you can tackle opponents and steal the ball by running up to them and pressing left fire. When you have the ball, you can run with it or throw it. To throw the ball, press the left fire button. Holding the button down will make the ball travel farther and higher. Note that the ball must be shot low in order to score a goal. When the ball is in the air, you can catch it by pressing left fire as it travels overhead. Black zones are obstacles on the field. A ball thrown low at them will bounce off.

Collect tokens on the field as you play. The round tokens are coins and can be spent at halftime. Other tokens are:
F: Freezes the other team for 10 seconds, R: Reduces the other team's speed, P: Protect your team. You cannot be tackled for 10 seconds, S: Stamina boost D: Decrease opponent's stamina, G: Get the ball immediately, E: Energy bolt, shot at the other tea, W: Weigh down the ball. It will not fly high, and can be thrown at opponents, knocking them over,

At halftime, spend your money on these powerups: Bribe Official: Add one minute of gametime. Use this if you are losing and need to catch up, Extra Stamina: Permanently boost your top stamina, Bribe Timer: Make bonus tokens last longe, Bribe Trainer: Computer team plays poorly, Extra Skill: Permanently boost your tackling skill, Reduce Stamina: Lower computer stamina, Extra Power: Permanently boost tackling power, Bribe Ref: Gain a one-goal advantage for the current or upcoming game, Reduce Power: Lower your opponent's tackling power

Super Cycle

Use the joystick left and right to select bike color and jacket style and color. Push down to move between categories. Select your course in the same way, then push down to Begin the Race and press left fire to start. Push the joystick up to accelerate and pull back to slow. Steer left and right by pushing in that direction. The motorcycle has three gears. Push the button and up to shift up, or center the joystick and push the button to shift down. Watch the tachometer on the right of the screen to know when to shift-try to shift when your speed enters the red zone. You must complete the courses in the allotted time to score the most points and proceed to the next level.

Sword Of Fargoal

Explore the dungeon's many levels to locate the lost Sword Of Fargoal, then bring it to the surface before time runs out. When you start the game, a new character is randomly made for you. You will see this information screen each time you reach a new dungeon level. Move through the dungeon by pushing the joystick in any direction. Gain experience by slaying monsters or turning in gold at temples. Magic sacks let you carry more gold. Grey squares indicate treasures or traps. Move on to them to find out which is which. To climb stairs, move onto the staircase and press the left fire button. To fight monsters, move on to their squares. If you wait for them to come to you, they will have the advantage. If the fight goes poorly, use a healing potion, teleport spell, or run away. Use these button combinations to access all of the treasures and magic items available to you:
A + joystick up: Bury gold, A + joystick down: Shield spell, A + joystick left: Drink healing potion, A + joystick right: Turn light spell on and off
B + joystick up: Invisibility spell, B + joystick down: Teleport spell, B + joystick left: Regeneration spell, B + joystick right: Light spell, D: Drink healing potion. If something bad is happening, such as a monster fight you are about to lose or a dangerous trap, press and hold the left fire button. This acts as a "panic button" and if you have any items which would help, such as a teleport spell or healing potion, you will try to use it.

Zynaps

Zynaps is a game of fast action in space. Shoot enemy targets and avoid touching enemies or enemy installations. Collect flashing stars left behind when you defeat an alien wave to build up more powerful weapons.

Summer Games

In Summer Games, you compete against other countries for athletic honors. Earn medals for superior performances. You may compete in all, some, or just one event. In competition mode, enter your name by pushing up and down to select a letter. Push right to move to the next letter. Push left fire when finished. Next, use the joystick to select a country. When all players are entered, push left fire with a blank name. Summer Games has eight challenging events:

Pole Vault – Push up and down to select a high, medium, or low grip on the pole. You must use the high pole grip for higher attempts, but a lower grip is easier for beginning vaults. When you see "READY TO JUMP", push the left fire button again to start running. When you are the pole's length away from the vault stand, push down to have your athlete stick the pole in the ground. He will automatically catapult into the air. (hint: this is when the tip of the pole is just under the red lamp post near the middle of the track) To complete your vault, you must push the stick up to pivot your vaulter above the pole, and then press the left fire button to release the pole and land. If your vaulter or the pole hits the bar, the attempt is no good.

Platform Diving – There are four types of dive: Forward: Diver faces the pool, and rotates counter-clockwise, Reverse: Diver faces away from the pool, and rotates counter-clockwise, Backward: Diver faces the pool, and rotates clockwise, Inward: Diver faces away from the pool, and rotates clockwise. Push the button to jump from the platform. While airborne, push the joystick right for a high-speed, full-tuck position. Push down for a pike position, and left for a half-pike. Push up to lay out flat-this is the position to use when you are about to hit the water. Try to hit the water at a right angle for the best score. Mix and match your positions to achieve the best difficulty rating bonus for your diving score (bonus ranges from 1.0 to 4.1.)

4x400 Relay – In this running race, wiggle the joystick back and forth after the starter's gun has sounded. Push the left fire button just as your racer reaches the next runner in the relay to hand off the baton.

100 m dash – In this running race, wiggle the joystick back and forth.

Gymnastics – Push left fire to start running at the vault. Push left fire to jump onto the springboard. You can push left or right as you leave the springboard to do a body twist. When the gymnast is on the vault, push fire to spring off when she is vertical. While airborne, push up for a full tuck, leave the joystick centered for a half-tuck, and pull down for a landing position. If you land and take a step right or left, push in the opposite direction to maintain your balance.

Freestyle Relay – Push left fire to take the position in this swimming race. When the starter signals "GO", push right to jump into the water. To build speed, push left fire when your swimmer's arm hits the water. When you approach the end of the land, push left to do a kick turn. Four swimmers compete in the relay. Push right to enter the water just as the first swimmer reaches the end of the lane.

100m Freestyle – Push left fire to take the position in this swimming race. When the starter signals "GO", push right to jump into the water. To build speed, push left fire when your swimmer's arm hits the water. When you approach the end of the land, push left to do a kick turn. The swimmer with the best time wins.

Skeet Shooting – Push the left fire button to start the game, and then push it again to launch a clay pigeon. Move the target sight with the joystick, and press left fire button to shoot. Note that you only get one shotgun shell when one clay pigeon is in the air, or two shells when two clay pigeons are in the air, so make your shots count!

Winter Games

In Winter Games, you compete against other countries for athletic honors. Earn medals for superior performances. You may compete in all, some, or just one event. In competition mode, enter your name by pushing up and down to select a letter. Push right to move to the next letter. Push left fire when finished. Next, use the joystick to select a country. When all players are entered, push left fire with a blank name. Winter Games has seven challenging events:

Hot Dog – To launch your hot dogger, press the left fire button. You have just a few seconds to impress the judges by putting together combos of these moves: Push up and left for a "daffy" (splits, Push up and right for a "back scratch" (brings skis up behind you), Push right for a forward flip Push right and down for a "swan" (brings skis up behind you), Push left and down for a "mule kick" (brings skis up behind you), Push left for a back flip Center the joystick to level out for landing. If you don't level out in time, you'll land hard in the snow and score no points! The winner is the player with the best score in any single attempt.

Biathlon – Race on cross-country skis, then stop to shoot targets with amazing accuracy. While on flat land, move the joystick left and right at a regular pace to smoothly move your skier. While skiing uphill, move the joystick left and right more quickly. While skiing downhill, push down to build up speed. When you reach a target shooting zone, you will automatically switch to the rifle sight view. To load the gun, pull the joystick down to open the rifle chamber, and push up to load a round of ammo. When the sight is over the target, press the left fire button to shoot. Repeat for all five targets. The faster you ski, the faster your heart beats, and the faster the gun sight will move. A rifle miss counts as a 5 second penalty against your final score.

Speed Skating – To build up speed, move the joystick left and right in a steady rhythm. The key is to watch your skater's legs and hold the joystick in one direction long enough to complete a leg-stroke, then switch to the other leg, and so on. Your skater is the red skater at the bottom of the screen. The blue computer skater will race against you in the top half of the screen.

Figure Skating – In Figure Skating, you have 60 seconds to perform seven different skating movements: Camel Spin, Sit Spin, Double Axel Jump, Triple, Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin. Press the left fire button to begin skating. Push right to skate forward, push left or push the left fire button all by itself to switch to backward skating. To start a move, push the joystick as follows, and then press the left fire button: Up: Camel spin, Up and right: Double axel jump, Down and right: Triple axel jump, Down: Sit spin, Down and left: Triple lutz jump, Up and left: Double lutz jump. To finish a move, center the joystick and press the left fire button. Score the most points by finishing moves with good balance. Forward skaters should jump when the skater's legs are open, backwards skaters jump when her legs are closed. Finish a spin after six rotations. You can earn up to a perfect 6.0 points by completing all the moves. Falling down costs you 0.7 points, appearing awkward costs you 0.2 points.

Ski Jump – To jump, push the left fire button to start the skier down the ramp. Push the button near the edge of the ramp to go airborne. Once in the air, look at the close-up of your skier in the upper-right corner of your screen. Ski jumpers require good form to fly far and land safely. These joystick moves will help you achieve perfect form: Push up to straighten your legs, Push down to uncross your skis, Push left and right to straighten up the skier if he is too far forward or back. You score points based on number of meters travelled, plus a style bonus for a good-looking jump.

Free Skating – Free skating works just like figure skating, except you have a two-minute period and can complete up to three successful attempts of each move for the best score, a perfect 6.0. Falling down costs 0.5 points, appearing awkward costs 0.2 points.

Bobsled – To start your bobsled run, push the left fire button. Your job is to keep the bobsled in the track by steering left or right to try to keep the sled centered on curves. For the highest speed and best times, don't make any steering moves you don't have to, and turn hard and at the last split-second to build up more momentum. Watch the map on the left side of the screen for clues about upcoming turns.

Exolon

Guide your space commando through more than 100 screens to destroy the alien menace. Push the joystick left and right to move left and right. Push up to jump. Pull down to duck. Tap the fire button to shoot your laser. To destroy larger targets, hold the fire button to throw a grenade. In later screens you can wear a "hyper-alloy exoskeleton" which protects you from most enemies for a limited time.

Gateway to Apshai

Explore the dangerous dungeons of Apshai for experience, money, and powerful magic items.
Push the left fire button to start the game. Your character will automatically start with 3 points of strength, agility, and luck, 9 points of health, and 5 lives. To choose one of the 16 dungeons, push up and down on the joystick. Push the left fire button to enter the dungeon.
Move the joystick to move your adventurer. To pick up items, such as weapons or treasure chests, just run over them.
Push the D button to cycle through different modes. These are:
Keys: Use keys to open doors. Locked doors are shown as red squares along a wall. Select Keys, stand in front of the door, and push the left fire button to open the door.
Locate Trap: Some areas of the floor are trapped. Select Locate Trap by pushing the D button, then push the left fire button to try to find them.
Search Spell: Some areas have hidden secrets. Select Search Spell by pushing the D button, then push the left fire button to try to find them.
Drop Item: If you collect too many items you may need to drop some. Select Drop Item by pushing the D button, then press left fire. Use the joystick to select the item to drop, and press left fire again.
Check Supplies: Select Check Supplies by pushing the D button, then press left fire. You will see the objects you have collected.
Check Status: Select Check Status by pushing the D button, then press left fire. You will see the health and physical characteristics of your adventurer.

Check Weapons: Select Check Weapons by pushing the D button, then press left fire. You will see only your weaponry and armour.
Next Level: To escape to the next dungeon before time runs out, select Next Level by pushing the D button, then press left fire twice.
To fight monsters, be sure you are in Fight mode by pressing the right fire button. You should see "Fight" appear at the top of the screen. Swing or shoot your weapon by pointing at your opponent with the joystick and pressing left fire. The screen flashes red when monsters score hits on you, green when you hit them. You can change weapons by hitting the C button.

Jumpman Junior

In Jumpman Junior, you control a secret agent on a space station. Clear all bombs from a level to advance.
To start playing Jumpman Junior, push the left button for one-player mode. Hold the joystick left for two players, right for three players, or up for a four-player game. The game will tell you which player should take his or her turn
Jumpman Junior has eight speeds to challenge you. Select 1, the fastest speed, by holding the joystick up and pressing the left button. Hold the joystick up and right and press the button for speed 2, right for speed 3, and so on. Up and left is speed 8, the game's slowest speed.
[a diagram here might not be a bad idea: an 8-point star pattern, 1 at the top, clockwise around to 8 in the NW position.]
Control Jumpman with the joystick. Push left and right to run, up and down to climb ropes and ladders, and the fire button to jump. Some ropes are one-way. Jumpman can only climb down blue ropes, and can only climb up green ropes. Touch each red bomb on a level to score points, and advance to the next screen.

Paradroid

Robots are taking over space freighters. You must use your own droid to destroy all robots on the vessel's 20 decks.
Push the joystick up, down, left, or right to move your droid (initially labelled "001") in any direction. Bump against doors to open them. To access computer terminals, push the joystick against the angled computer panel and hold the fire button. To move from deck to deck, position the droid above the round lift holes and hold the left fire button. You will see a map of the ship. Push up and down to select a new deck, and press the left button again. You can destroy robots by firing at them by pushing the joystick in any direction and pressing the left fire button. You may also take control of robots to become more powerful through Transfer mode. To enter transfer mode, hold the joystick until the word Transfer appears in the upper-left hand of the screen. While still holding the button, run into a robot. This brings up the Transfer game, where you attempt to take over the droid's computer. The goal is to change the color of the center boxes to match your side, yellow or purple. Move the joystick left or right to select your starting side before the timer expires. Then, move the joystick up and down to select a computer line you wish to change to your color, and press the fire button. If you control 7 of 12 squares when time expires, you gain control of the robot. If not, you are destroyed.
Higher-numbered droids are more powerful, and require more shots to destroy. They are also more difficult to take over through Transfer.
When you take control of a new robot, the previous robot you controlled is destroyed. This means you can win the game without firing a single shot!

Pitstop 1 and 2

In Pitstop, you are a race car driver on the global high-speed circuit. Unlike other race games, you not only need to be a great driver, but take care of your car as well!
On the game menu, push the joystick left and right to select from one of six race tracks, or tackle them all in the Grand Circuit. Pull down and choose the number of laps to race. Pull down and choose your difficulty rating. Harder difficulty means a better computer opponent, and more realistic car damage. When ready to race, select Start the Race and press the left fire button.
In Pitstop 2 your car is at the top, your computer opponent drives on the bottom. Pitstop 1 uses the entire screen for your car. Push up to accelerate, pull back to brake. Steer left and right with the joystick. For an extra speed burst, hold the fire button.
If you bump other cars or the sides of the track, your tires take damage, shown by changing colors. When your tires get weak or your fuel runs low, pull off into the pits at the start line. Here, you use the steering wheel icon to select a member of your pit crew. Highlight a man, and press left fire to control him. Tire men must remove damaged tires by walking up to them, picking up the tire, and bringing the tire to the stack of new tires for repair. The refueler must walk up to the car with the fuel hose. The dinging sound lets you know the tank is being filled. Move the refueler away from the car when the tank is full, or it will cause a spill and empty the tank!
Push the left fire button again button to stop controlling a pit crew member. All crew members must be clear of the car before you can click on the flag man (Pitstop 1) or driver (Pitstop 2) and get back to the race!

Uridium

15 Super-Dreadnought ships have invaded your galaxy, each looking to steal a different precious metal. Destroy the dreadnought's defensive forces, then land to finish the job!
Press the left fire button to start a game. Push the joystick left, right, up, and down to fly your Manta fighter across the screen. Press the left fire button to shoot lasers. Lasers can destroy both "ground" targets on the dreadnought, and enemy fighters. Hold the fire button and press up or down to do a 90-degree roll to make your ship a smaller target. Be sure to dodge homing mines, launched from flashing defense ports with a telltale beeping sound. When the dreadnought's defenses are gone, "Land Now" flashes on screen. Fly to the right side of the dreadnought and fly your ship across the runway, left to right. This brings you to the fuel rod chamber, where you finish the job. Time pressing the left fire button with the flashing pyramid of lights until time is about to expire, then select Quit and press the fire button to make your escape before the ship is destroyed. You will be taken to the next enemy dreadnought.

ADDITIONAL TIPS:

1. Depending on your type of TV or VCR, then "Video In" and "Audio In" will be located in different places, but usually they are located in the back of the TV or VCR.
2. If you are connecting your C64 unit by plugging it into the AV outlets on your VCR, you will need to make sure your VCR is on or it will not work.
3. If you are connecting your C64 unit directly to your TV, but there is a cable box also connected to your TV, you will need to access the set up menu and change the source of the input just as you would if you were using a VCR. In most cases, you will need the original remote to your TV to access the menu.If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control.

ADDITIONAL INSTRUCTIONS:

Amendments to the game manual may be available at www.c64dtv.co.uk where you will also find a full list of Frequently Asked Questions (FAQ's)

Please keep these instructions and packaging for future reference as they both contain important information.

TROUBLESHOOTING

Connecting to the TV or VCR.
If you have plugged the Audio Visual Cable in properly, but still cannot get the product to work, the following additional steps may need to be taken depending on the make and model of your TV and/or VCR:
1. If your TV has an option for "Games" or "Game Systems", you may need to turn this feature on or it might cause the product to not work. You may need the original remote control for your TV to access this feature.
2. Older TVs may not have Audio/Video inputs. If this is the case then you will need an adapter to connect the unit to your SCART adaptor in the back of your TV. These can be purchased from most electronics stores or contact customer service who will advise you how to purchase one.

Poor quality images/sound
1. Dependent on your TV system other A/C devices such as cable and satellite TV or PVRs may interfere with reception and you may need to deactivate such systems before using your Commodore 64.
2. Certain other devices in your house may cause interference for your Commodore 64 games system. Switch-off these devises before using your game system.
3. This unit is designed for European PAL TV system. Operating this unit on any other TV system such as SECAM or NTSC may result in Black & White images, interlacing or no picture at all.

Running problems.
If you are experiencing notable crashes or video bugs (strange screen pixelation) or other problems, please test your unit with brand new good quality batteries. During battery failure or when they run-out you will experience odd malfunctions.

If you need further assistance, please contact our Customer Service:
By phone: 0870 240 8694
Calls from anywhere in the UK are charged at National rate. Calls from networks other than British Telecom may be subject to higher charges.
Monday-Friday 9:00am - 5:00 pm except Bank Holidays

Or by mail, please write to:
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Via the internet:
Product site: www.c64dtv.co.uk
Company site: www.toylobster.com

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